TM-081

SUPER PONG™ PRO-AM™ ATARI®

2-PLAYER
MODEL NO. C-200

Atari, Inc.
Consumer Division
1195 Borregas Avenue
Sunnyvale, CA 94086

SUPER PONG™ PRO-AM TEN™

4-PLAYER
MODEL NO. C-202

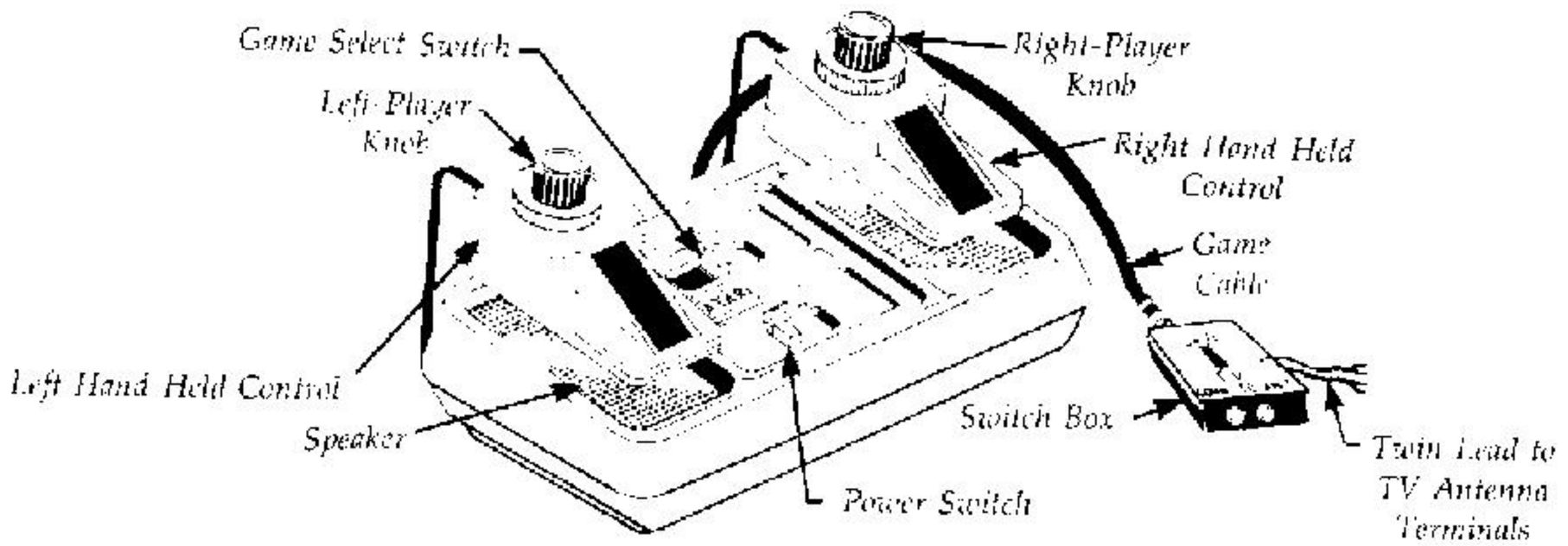
OWNER'S MANUAL

A Warner Communications Company

UNPACK GAME

When you remove game from box and cardboard protection, you should have:

- SUPER PONG™ PRO-AM Control Unit with Hand-Held Controls
- Game Cable
- Switch Box
- Two Hand-Held Controls (4 Hand-Held Controls if you have Model C-202)



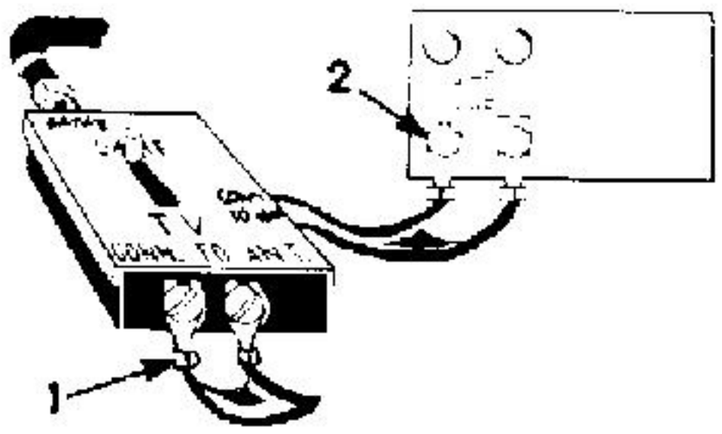
SUPER PONG™ PRO-AM Control Unit

INSTALL SWITCH BOX

SUPER PONG PRO-AM hooks up easily to your television's VHF screws. Simply find the illustration below that most closely matches rear of your TV set, and follows those instructions. The only tool required for this step is a flat screwdriver.

If your television has four screws only:

1. Disconnect twin-lead wire *from television* and re-connect to "ANTENNA" screw terminals on PRO-AM Switch box.
2. Connect twin-lead wire *from PRO-AM Switch Box* to VHF terminals or screws on your television set.

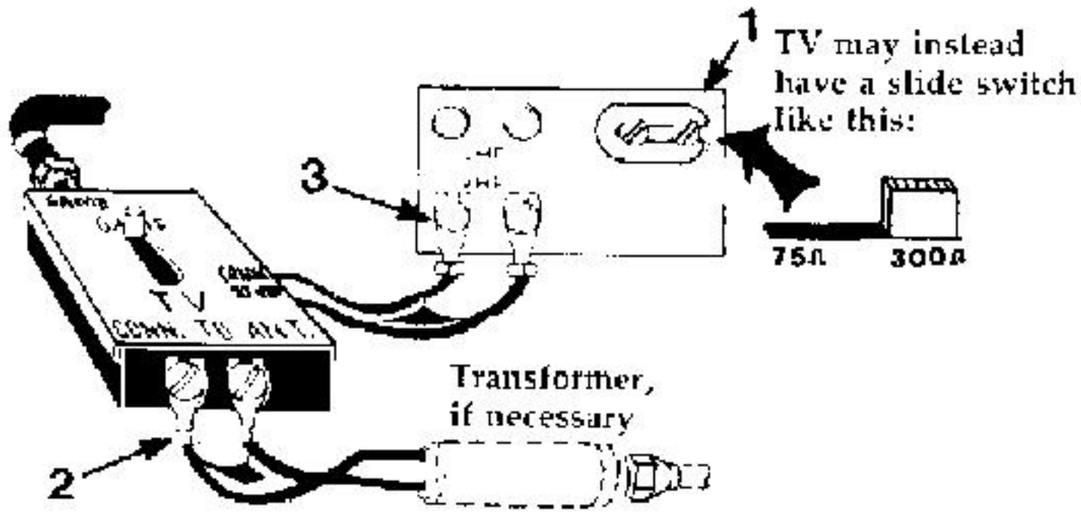


For the two cases below, you may *need to purchase an "impedance-matching transformer" (also called a "balun coil"). The transformer allows you to hook up your TV cable to the Switch Box. The transformer is* only *necessary if you do* not *have a flat twin-lead antenna wire.**

*The transformer is available at nominal cost from local television and hi fi stores.

If your television has a "U"-shaped slider or a slide switch:

1. Move slider on back of set to make connection between two screws, OR, push slide switch to the side marked "300 OHM" or "300 Ω."
2. If you have a *round* antenna cable, disconnect cable *from television* and screw it into impedance-matching transformer. Then attach transformer to two "ANTENNA" screw terminals on PRO-AM Switch Box. If you have a *flat* twin-lead antenna wire, remove it from television and attach it to PRO-AM Switch Box at "ANTENNA" Screw terminals.
3. Connect short twin-lead wire *from PRO-AM Switch Box* to VHF terminals or screws on your television set.



If your television has a short round cable:

1. If you have a *round* antenna cable, disconnect this long cable *from television* and screw it into impedance-matching transformer to two "ANTENNA" screw terminals on PRO-AM Switch Box. If you have a *flat*, twin-lead antenna wire, remove it from television and attach it to PRO-AM Switch Box at "ANTENNA" screw terminals.

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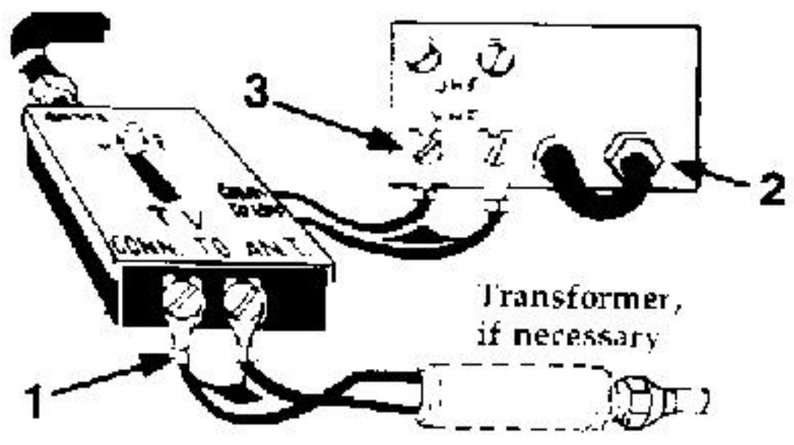
INSTALL SWITCH BOX, CONT.

2. Attach TV's short loose-hanging cable to the connector next to it on television set.
3. Connect short twin-lead wire *from PRO-AM* Switch Box to VHF terminals on your television set.



To attach SUPER PONG PRO-AM Switch Box to your television set, peel off protective paper on back of Switch Box. Press the exposed sticky surface onto any clear area at rear of television near antenna terminals. Plug Game Cable into Switch Box at "CAME" connector. The PRO-AM Switch Box may be left on the television set permanently without impairing your TV program reception.

EXTRA SWITCH BOXES

If you have more than one television set in your home, you may purchase a Switch Box for each TV. This arrangement will let you easily move your PRO-AM game from room to room. The Switch Box, part No. CA010325, is available from Atari, Inc.: See **back page of this manual for ordering information.**

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING:

Avoid using any more twin lead wires from Switch Box to television set than is supplied with SUPER PONG PRO-AM Switch Box. Avoid connecting the twin-lead wire coming out of Switch Box to any television antenna or cable television outlet. Avoid attaching loose wires to your television antenna terminals when using PRO-AM. Doing any of the above may cause interference to nearby television sets and is against Federal Communications Commission (FCC) regulations.

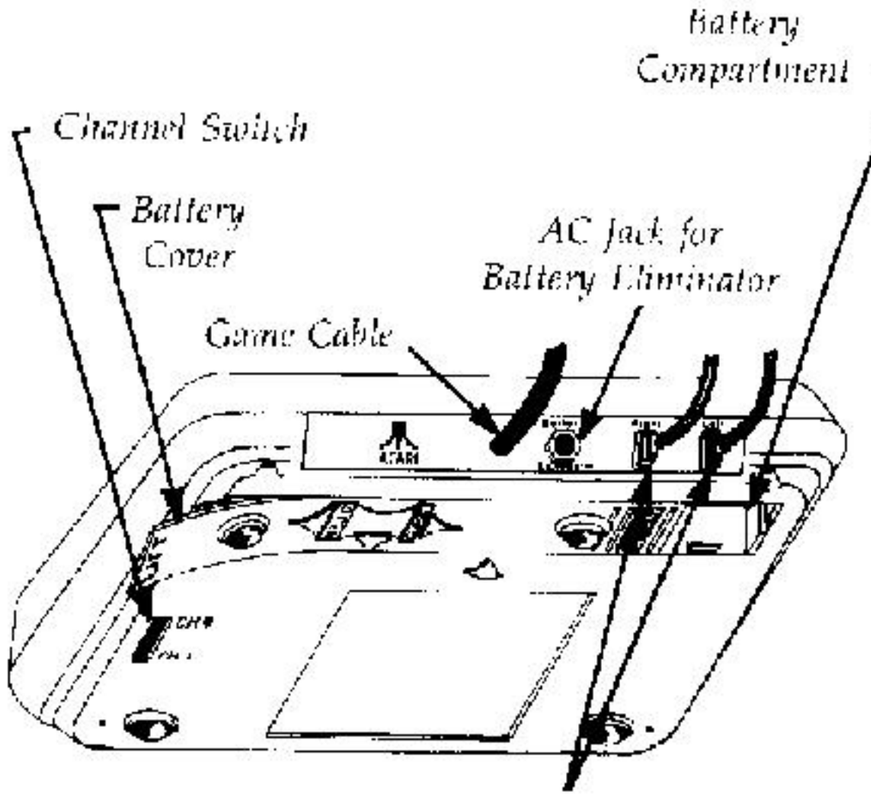
INSTALL BATTERIES

Remove Battery Cover by pressing down with right hand on spot market "PRESS." At same time lift up other end of Cover, and slide Cover out to the left (see illustration below). Install four size "C" batteries in Battery Compartment by following diagram engraved on inside of Cover. *Be very sure that batteries are facing in correct directions.* If you insert one or more of the batteries backwards, you may damage the electronic circuitry, so be sure to check that the batteries line up as shown on the Battery Cover.

Replace Battery Cover by lining up both arrows. Slide Cover to the right about one-half inch, and it will snap into place.

Your PRO-AM game is factory-set to operate on Channel 3. However, if Channel 3 is broadcasting in your area, you may receive interference. In that case, you need to change your game to Channel 4. The only tool required for this simple change is a small screwdriver or a narrow pen or pencil.

Find Channel Switch in the small rectangular access hole at bottom of Control Unit. It will be set at CH 3. Push Switch over to the side marked CH 4 with a screwdriver or other tool. You should now use your PRO-AM only when your TV is tuned to Channel 4.



Bottom View of Control Unit

INSTALL BATTERIES, CONT.

BATTERY ELIMINATOR

If your PRO-AM game did not come with a Battery Eliminator, you may wish to purchase this item. The Eliminator lets you use normal house current instead of batteries. The Battery Eliminator, Part No. 004770, is available from Atari, Inc. See back page of this manual for ordering information. Plug Battery Eliminator into wall outlet. Plug other end of Eliminator wire into Battery Eliminator jack on Control Unit. You do not need to remove batteries from the Battery Compartment; using the Eliminator automatically shuts off power from the batteries. However, if you are using the Battery Eliminator for more than a month, or if you are not using the game at all for more than a month, you should remove the batteries from the Battery Compartment.

TURN GAME ON

On the Switch Box that you've now attached to your television set, push the TV/Game Switch to "GAME" and turn your television set on. If your set has an *automatic* fine-tuning control, you may leave this on. Set your television to Channel 3 or 4, depending on how you adjusted the Channel Switch at the bottom of the PRO-AM Control Unit (see "INSTALL BATTERIES" section of this manual).

Turn television volume completely down. The buzzing sound from your TV's speaker is normal; turn it down to hear the ball bounce sound coming from the Control Unit's Speaker.

Push the Power Switch on PRO•AM Control Unit to the "AM" position (to the right). Your television will immediately display a colorful playfield (on color TV sets) and one of the four PRO-AM games will start. Turn your television's fine-tuning *knob* if necessary to get the best picture image.

When you push the Power Switch to "AM" to start a game, the ball will cycle from the slow to the medium speed at the 4th volley, and to the fast speed at the 8th volley. You may also start a game by pushing the Power Switch on the "PRO" position (to the left). This position means that the ball always travels at the fastest rate of speed.

If you have a SUPER PONG PRO-AM game with plug-in type Hand-Held Controls, insert each plug into the appropriate jack at rear of Control Unit. Each Hand Held Control that you plug in causes another paddle, pair of paddles, or goal to appear on your television screen. If you have the 4-player game, you can plug in only three Hand-Held Controls and play SUPER PONG "cut-throat" style or 2 against 1.

Slowly move the Game Select Switch through its four positions, and watch the five different games appear on your television screen—Game #1 Pong, Game #2 Basketball, Handball (also set at Game #2), Game #3 Catch, and Game #4 Super Pong. Five more games are available when you plug in one or both of the Hand-Held Controls. Altogether, these 10 games represent the *Ten* in SUPER PONG™ PRO-AM TEN.

To reset the Control Unit for another game, slide the Power Switch to "OFF-RESET" and then slowly to either "PRO" or "AM."

NOTE: To avoid some repetition, the following five TV-screen illustrations show only the 2-player *version of SUPER PONG PRO•AM (Model* C-200*).*

TO RETURN YOUR TELEVISION SET TO REGULAR PROGRAMS:

Turn the PRO•AM Control Unit's Power Switch to "OFF" position. Slide the TV/Game Switch on Switch Box to "TV" position, then leave on only the television set.

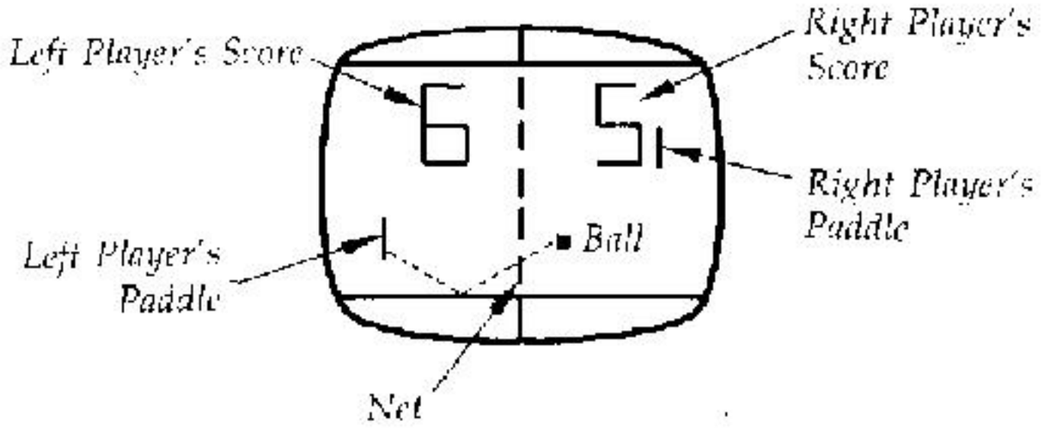
NOTE: Failure to turn Control Unit to "OFF" may cause battery drainage in your PRO•AM Control Unit.

As a reminder to turn off your Control Unit, the game will continue making a ball bounce sound after you turn off your television set. The sound will not stop until you push the *Power Switch* to "OFF."

PLAYING PONG™ (GAME #1)

First set Game Select Switch to #1; then push Power Switch to "PRO" or "AM." Pong™ is the classic video game for the purist—great fun. Each player moves one paddle with his or her knob.

A missed or out-of-bounds ball at *your* side of the television screen scores one point for your opponent. The ball is then served again automatically towards *you*. The first player to earn 15 points wins the game.



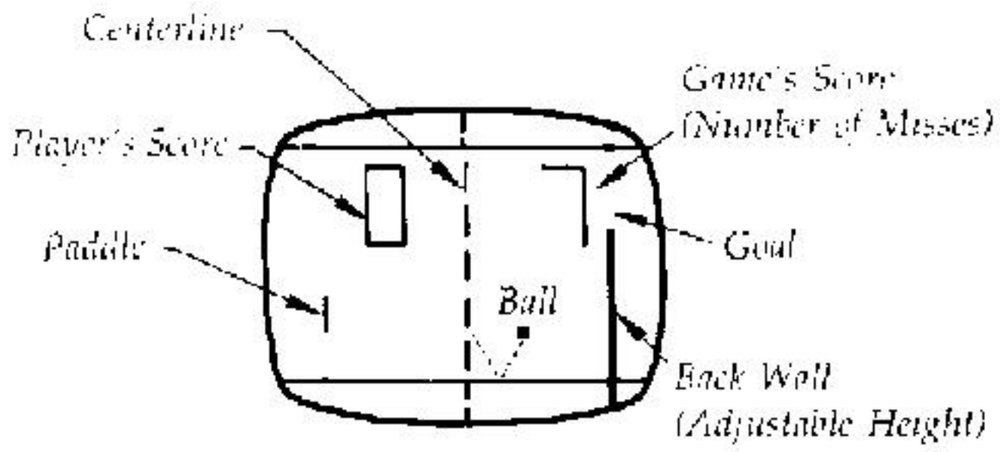
TV Screen During Pong™ Game

PLAYING BASKETBALL (GAME #2)

First set Game Select Switch to #2; then push Power Switch to "PRO" or "AM." The "Basketball" game opposes you against PRO•AM computer. The player's score is on the left; the game's score (your number of misses) is on the right.

Turn the right Knob so the adjustable back wall is about halfway up the screen. Now use the left Knob to hit the ball through the goal at the top right side of the playfield. As your technique sharpens, you can raise the height of the back wall to create a smaller opening.

A missed or out-of-bounds ball at *your* side of the television screen scores one point for the game's computer. The ball is then served automatically towards *you*. If you hit the ball into the goal, then one point is scored for you. Your goal is to get 15 points before the game's computer does. The best possible score is 15–0, meaning the game never scored at all.

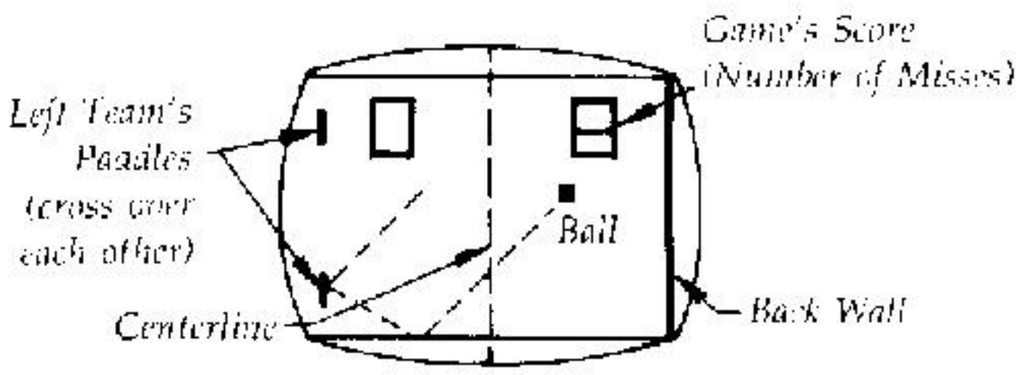


TV Screen During Basketball Game

PLAYING HANDBALL (also set at #2)

Keep the Game Select Switch set at #2; but turn the right hand Knob so the adjustable back wall is *all the way* up the screen (see drawing below). Push Power Switch to "PRO" or "AM." Now use the left Knob to hit the ball against the wall. Try to avoid missing the ball as much as possible. If the ball should go out of bounds, one point is scored for the game's computer (on right-hand numerals). The ball is then served automatically towards you.

Your goal is to keep the score as low as possible. The left-hand numerals will always read "0."

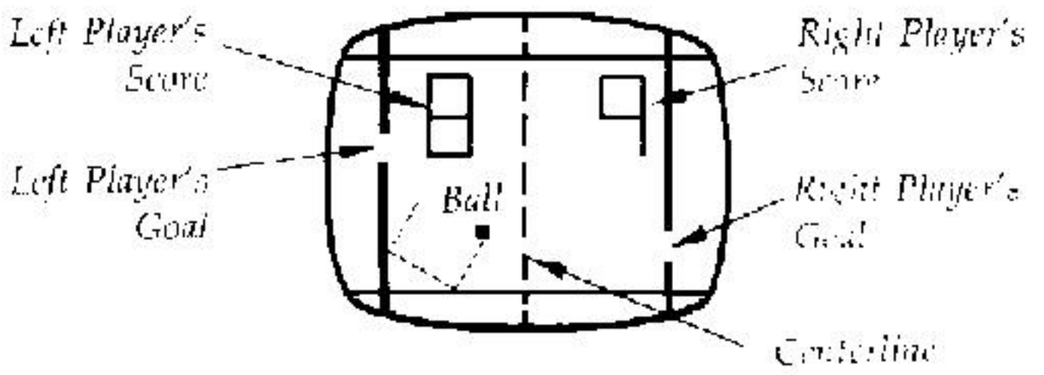


TV Screen During Handball Game

PLAYING CATCH (GAME #3)

First set Game Selet Switch to #3; then push Power Switch to "PRO" or "AM." Turn each Knob to move one of the goals up or down, and catch the ball through your goal. The ball never goes out of bounds,but stays in action until one of the players catches it. That player then scores one point on his or her side of the screen. The ball is automatically served again towards the player who *caught* the ball.

The first player to earn 15 points wins the game. When 15 points are scored, the playfield disappears and the light show comes back on the screen.



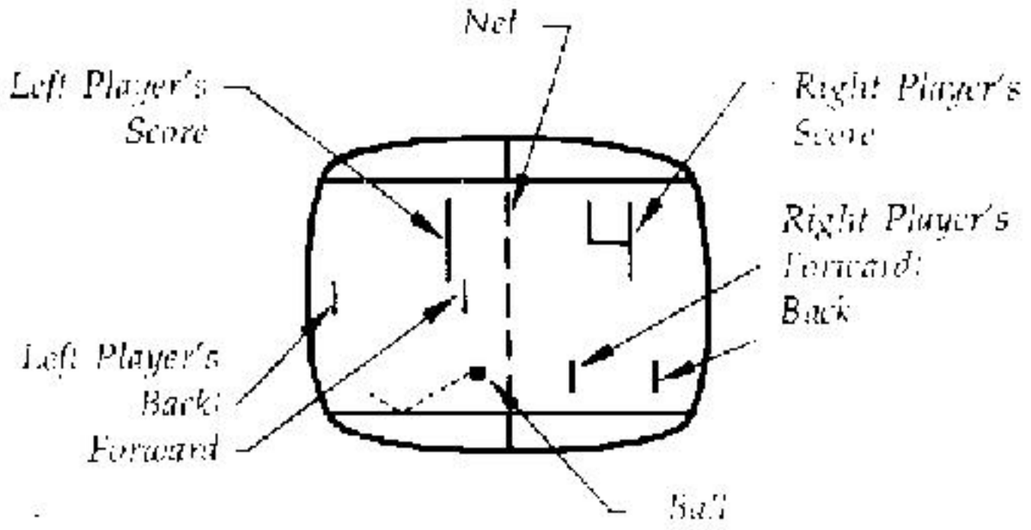
TV Screen During Catch Game

PLAYING SUPER PONG™ (GAME #4)

First set Game Select Switch to #4; then push Power Switch to "PRO" or "AM." In this exciting game, each player controls two paddles together with his or her Knob. Turn each Knob to move the pair of paddles.

Both the Forwards and Backs reflect the ball if it bounces off the side facing the net. If the ball approaches a Forward from behind, however, the ball will simply pass right through that paddle.

A missed or out-of-bounds ball at *your* side of the television screen scores one point for your opponent. The ball is then served again automatically towards *you*. The first player to earn 15 points wins the game.



TV Screen During Super Pong™ Game

MAINTENANCE

DO:

Avoid leakage that could damage your PRO·AM game, by using high-quality batteries. The size "C" batteries required for PRO·AM are the same as in small flasnlights and some toys;

Clean all exterior parts of game with a soft, slightly damp cloth when necessary.

DO NOT:

Pour liquids in speaker opening;

Leave batteries in PRO·AM Control Unit if not being used for a month or more;

Drop any part of game on hard surface;

Lift game by its wires;

Leave game on when not in use;

Expose game to excessive heat.

NOTE: On some television sets, paticularly black and white, phosphor memory may show the PRO·AM center court net and score digits for a short period of time when the set is off. This has no adverse effect on a television's performance. The effect may be avoided by turning the game off when not in use.

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
Picture flickering when scoring.	• Low voltage. Change batteries.
No playfield image on TV Screen or or whitish-grey screen.	• Batteries low, dead or not correctly installed. • Switch Box set at "TV." Change to "GAME." • Game Cable not properly plugged into Switch Box. • Twin lead wire from Switch Box not properly attached to rear of TV. • Battery Eliminator not plugged into wall and/or Control Unit. • Power Switch not pushed to "PRO" or "AM" position.
No regular TV programs.	• Switch Box set at "GAME." Change to "TV." • Twin-lead wire from switch box not properly attached to rear of TV. • Antenna wire not properly attached at "ANTENNA" screws on Switch Box.
Buzzing sound from TV loudspeaker.	• Television volume on too loud. Turn volume control all the way down.
Playfield image clean and sharp, but bars or line move across TV screen.	• Local TV station broadcasting on same channel as SUPER PONG PRO·AM is operating on. Change Channel Switch in Control Unit to other channel (see page 2). • In rare cases, cable TV or community antenna leads in room or nearby are carrying both Channel 3 and 4 programs. Choose the weaker of these two channels, and set the Channel Switch inside the PRO·AM Control Unit accordingly. You should now have a clear game playfield on your TV screen.
Playfield unsharp, unsteady, or no color (like weak TV station).	• Poor connections at antenna terminals of TV set or Switch Box. Make sure all screws are tightened securely. Adjust TV set's fine-tuning knob. Replace batteries if necessary.

HOW TO ORDER REPLACEMENT PARTS

The Model Number of your SUPER PONG PRO·AM game is printed on the rear of the Control Unit. Always mention the Model Number when requesting service or repair parts for your PRO·AM.

Part No.	*Part Name*
CA010144	Hand-Held Control for Model C-200
CA010019-03	Hand-Held Control for Model C-202
CA010325	Switch Box
C010137	Battery Cover
004720	Battery Eliminator
Purchase locally	Battery, size "C"

The parts listed above should be ordered directly from *Atari, Inc., Consumer Division, Parts Department, 1195 Borregas Avenue, Sunnyvale, CA 94086.* When ordering replacement parts, always give the following information:

1. Part number
2. Part name
3. Model Number
4. Name of game